Nathaniel's Fun Factory

Nathaniel's Fun Factory

Nintendo®

Once upon a time

a little boy named Nathaniel lived with his Mother in a little house far, far out in the desert. Nathaniel was a good boy who did what his Mother asked, but without brothers or sisters...

and with his friends far, far away, he never had any fun.

Nathaniel's mother read him books, let him watch TV, and once even took him to the movie show in town. But Nathaniel didn't care. He was bored. He didn't want to listen to someone else's story.

He wanted to invent his own.

One night

Nathaniel went to sleep and had the most wonderful dream of his life. In it, he saw a magical building that would collect all the boredom in the world and turn it into fun. When he woke up in the morning, Nathaniel could still see every detail of the building, so he built a model of it with sticks and cardboard and straws... and he called it

his Fun Factory.

The next evening

when he went to bed he looked at the factory and said sleepily, 'Please let there be fun... please let there be fun...'. And that night, his dream showed him a powerful, happy, fun-loving gorilla who led Nathaniel to wondrous places... and did exactly what Nathaniel told him.

Nathaniel was having fun.

As the years passed,

Nathaniel began to wish for new adventures. The Fun Factory never disappointed him. Nathaniel imagined a funny little plumber with a dinosaur friend... and an elf trying to rescue a princess in distress. Pretty soon friends came to Nathaniel's house to share his adventures... and when they got home, their dreams became magical as well. And when Nathaniel wished for a way to take his fun along with him on the long bus rides to school,

the Fun Factory did that, too.

And it kept on working its magic until Nathaniel married a beautiful girl... and Nathaniel put his Fun Factory away.

Today Nathaniel has a little girl of his own.

She is a good girl, but last night she was very sad, because she was bored. So Nathaniel dug back deep into his closet,

and showed her the Fun Factory.

When he was much older,

Nathaniel moved away from home to a very, very large city. But he took the Fun Factory with him. And even though his interests changed, the Fun Factory didn't. Now it let him swing a bat or dunk a basketball like a real-life sports star... or even live the life of a dangerous undercover spy.

During the night,

the little girl dreamt of a long line of new playmates…
150 magical monsters who she nurtured and trained…
and a playful gorilla of the jungle whose adventures
she could not only direct by herself…

but also share with her Dad.

And later, deep into the night, unable to sleep, Nathaniel
crept into his daughter's room and borrowed the Fun Factory.
And in his sleep, it trembled and wheezed and delivered
its most wondrous creation yet. Nathaniel was carried by a
sleek, fast, and powerful creation that took him

far, far away…